

# METODE PERENCANAAN & PERANCANGAN DASAR

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14 September 2021

# Konsep Perencanaan & Perancangan – BAB 1

A. Judul

B. Definisi

C. Latar Belakang

D. Permasalahan

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E. Persoalan

F. Tujuan

G. Sasaran

H. Batasan dan Lingkup Pembahasan

I. Metoda Pembahasan

J. Sistematika Pembahasan

# Problem Seeking





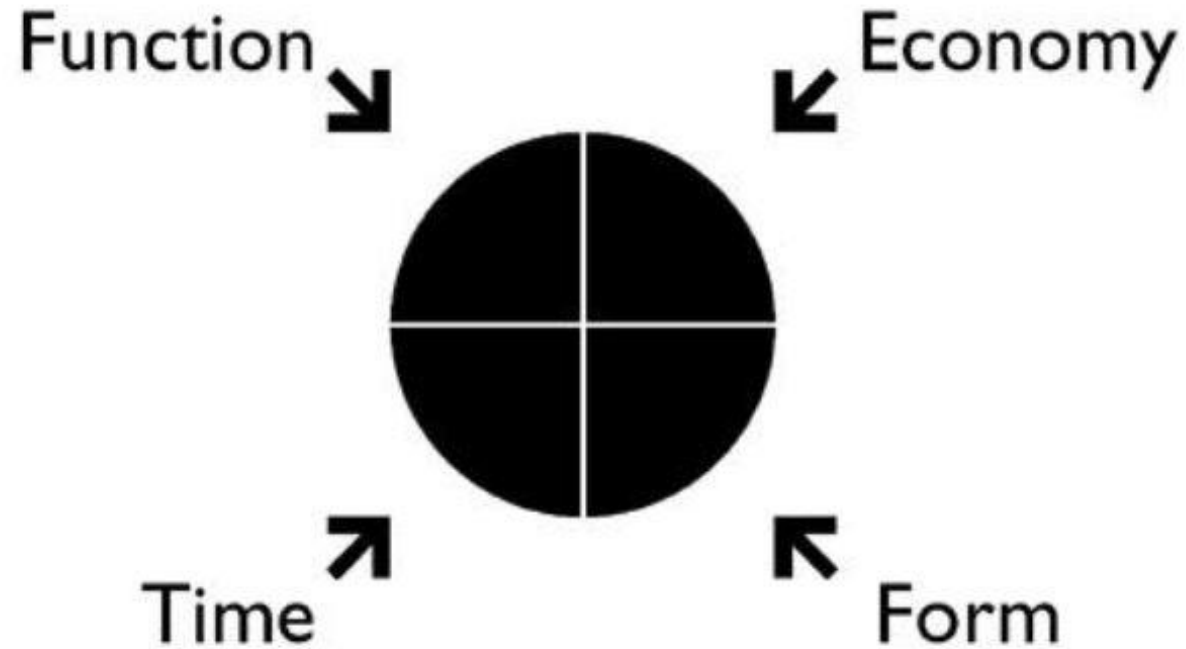
Fourth Edition

# Problem Seeking

An Architectural  
Programming Primer

**William M. Peña Steven A. Parshall**

# The Whole Problem



It's important to search for and find the whole problem. To accomplish this, the problem must be identified in terms of **Function, Form, Economy, and Time**. Classifying information accordingly simplifies the problem while maintaining a comprehensive approach. A wide range of factors makes up the whole problem, but all can be classified in the four areas that serve later as design considerations.

## Four Considerations

Function	1 People 2 Activities 3 Relationships
Form	4 Site 5 Environment 6 Quality
Economy	7 Initial budget 8 Operating costs 9 Life cycle costs
Time	10 Past 11 Present 12 Future

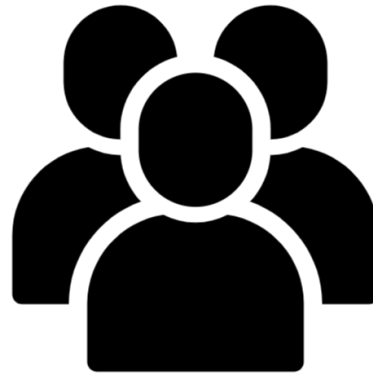
Take a closer look at Function, Form, Economy, and Time. **There are three key words to each consideration.**

**Function** implies “what’s going to happen in their building.” It concerns activities, relationship of spaces, and people—their number and characteristics. Key words are (1) people, (2) activities, and (3) relationships.

**Form** relates to the site, the physical environment (psychological, too) and the quality of space and construction. Form is what you will see and feel. It’s “what

# Jenis data

- a. User requirements
- b. Functions and performance
- c. Expected visual quality
- d. Internally imposed conditions





# Eksplorasi Data : Klien & Tapak



- a. Aktivitas
- b. Kebutuhan Ruang
- c. Keinginan Klien



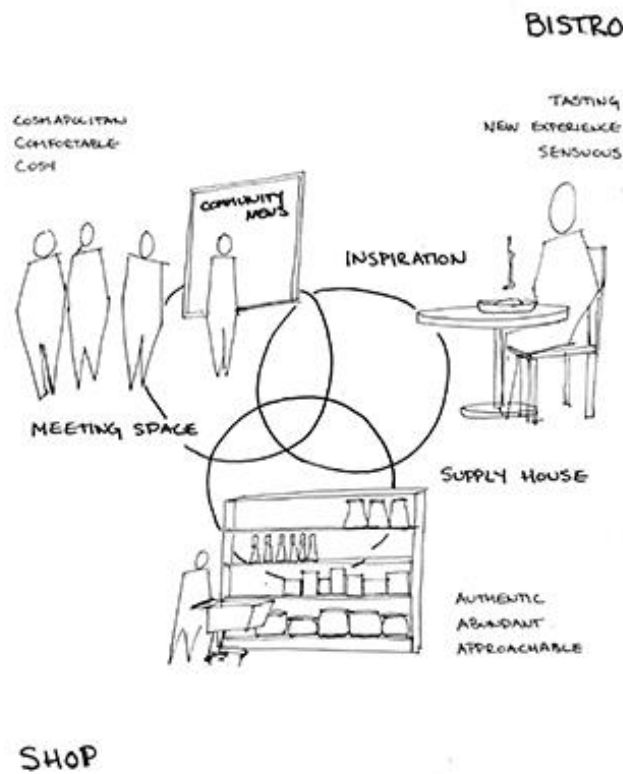
- a. Besaran Tapak
- b. Kondisi Tapak
- c. Kondisi Lingkungan Sekitar Tapak

## Jenis data

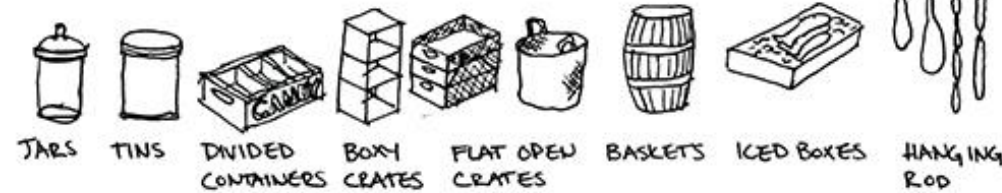
- a. User requirements**
- b. Functions and performance
- c. Expected visual quality**
- d. Internally imposed conditions

# Problem Seeking -> Problem Statement

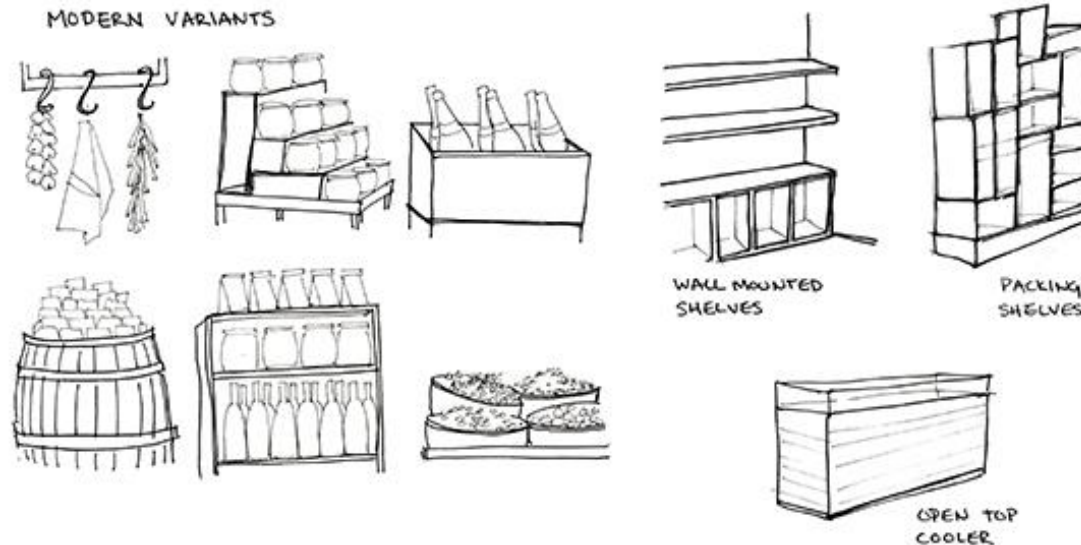
## WHAT IS A MARKET?



## TRADITIONAL COMPONENTS



## MODERN VARIANTS



## Jenis data

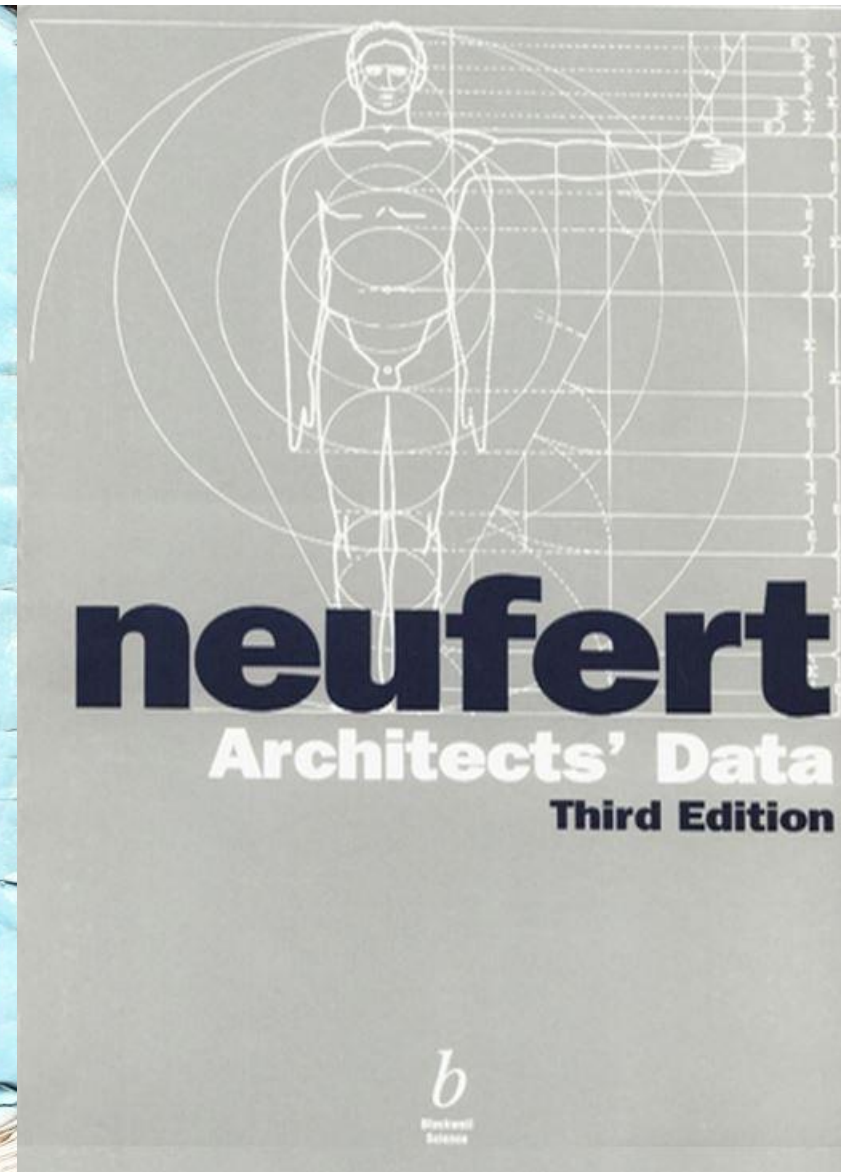
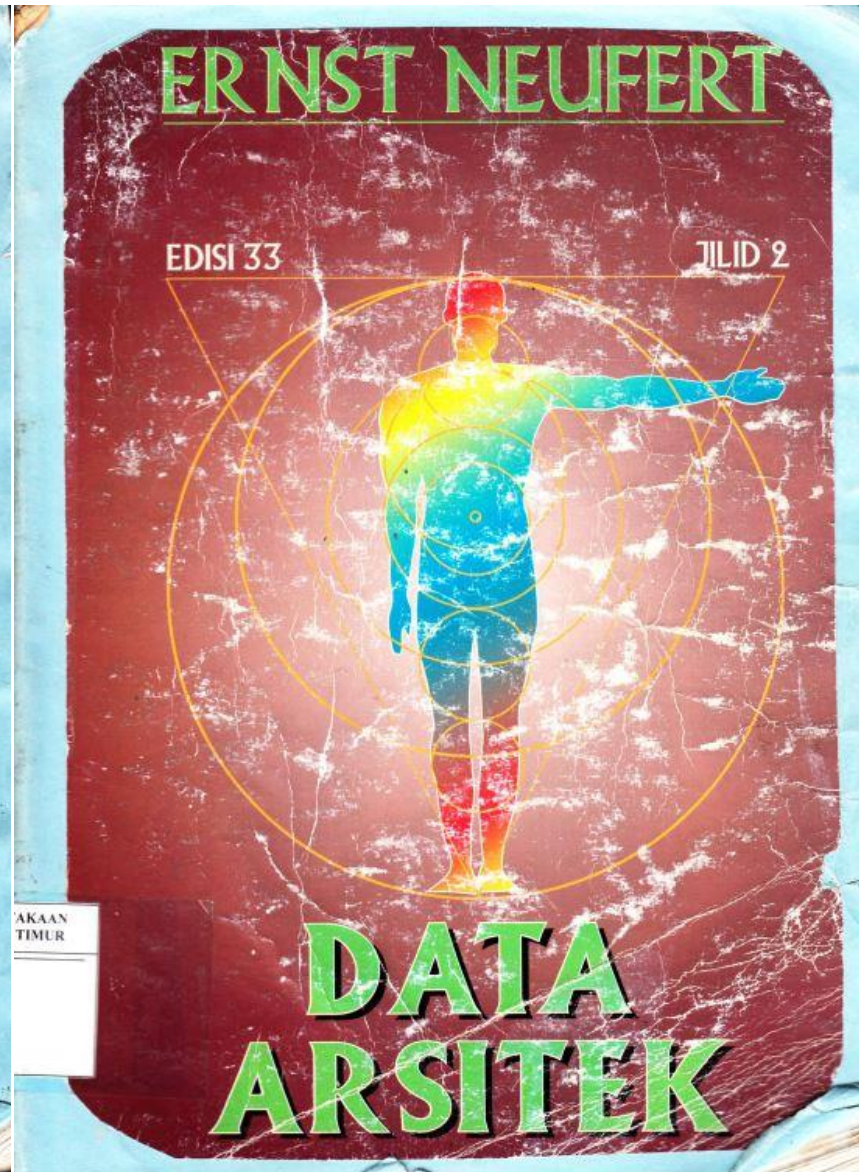
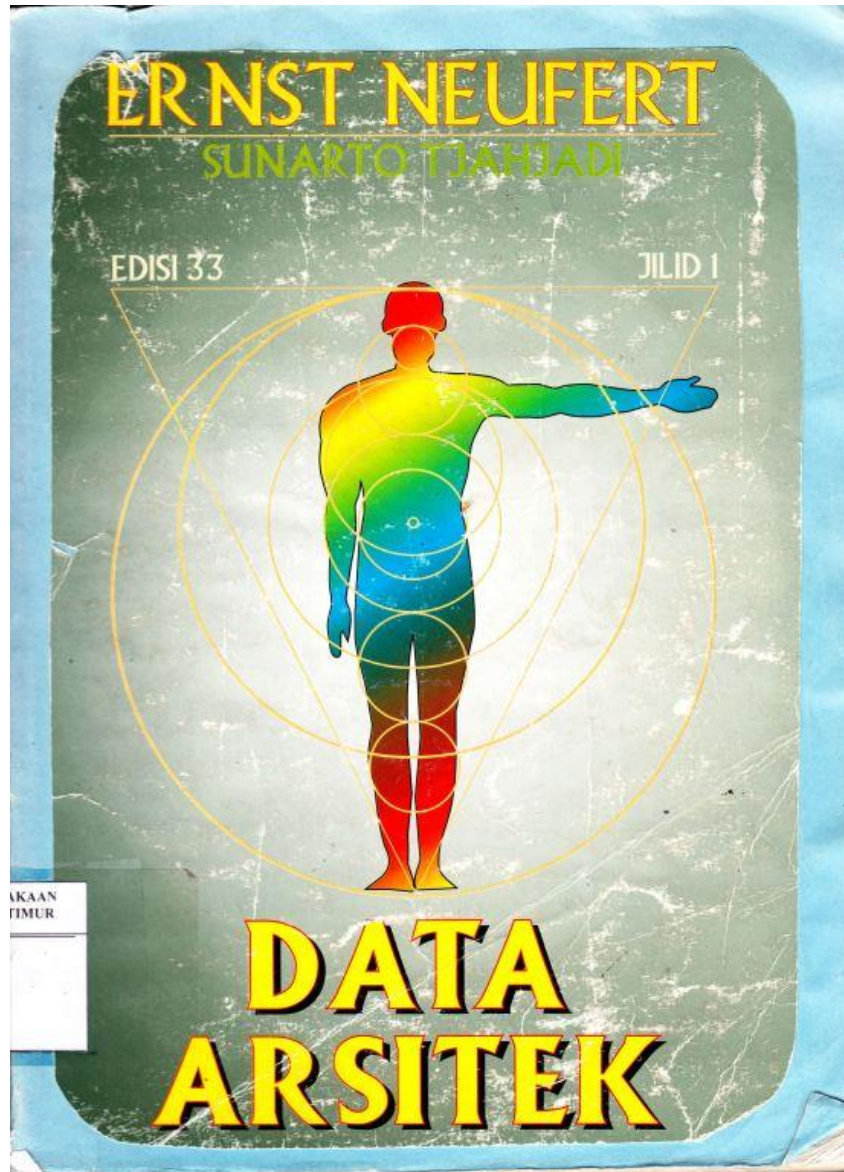
- User requirements
- Functions and performance
- Expected visual quality
- Internally imposed conditions

# PERANCANG/ARSITEK



Setiap perancang memiliki kiblatnya masing – masing dalam merancang suatu karya -> hal ini akan berpengaruh terhadap sudut pandang / pola pikirnya dalam merancang -> akan berpengaruh juga dalam mendefinisikan suatu objek

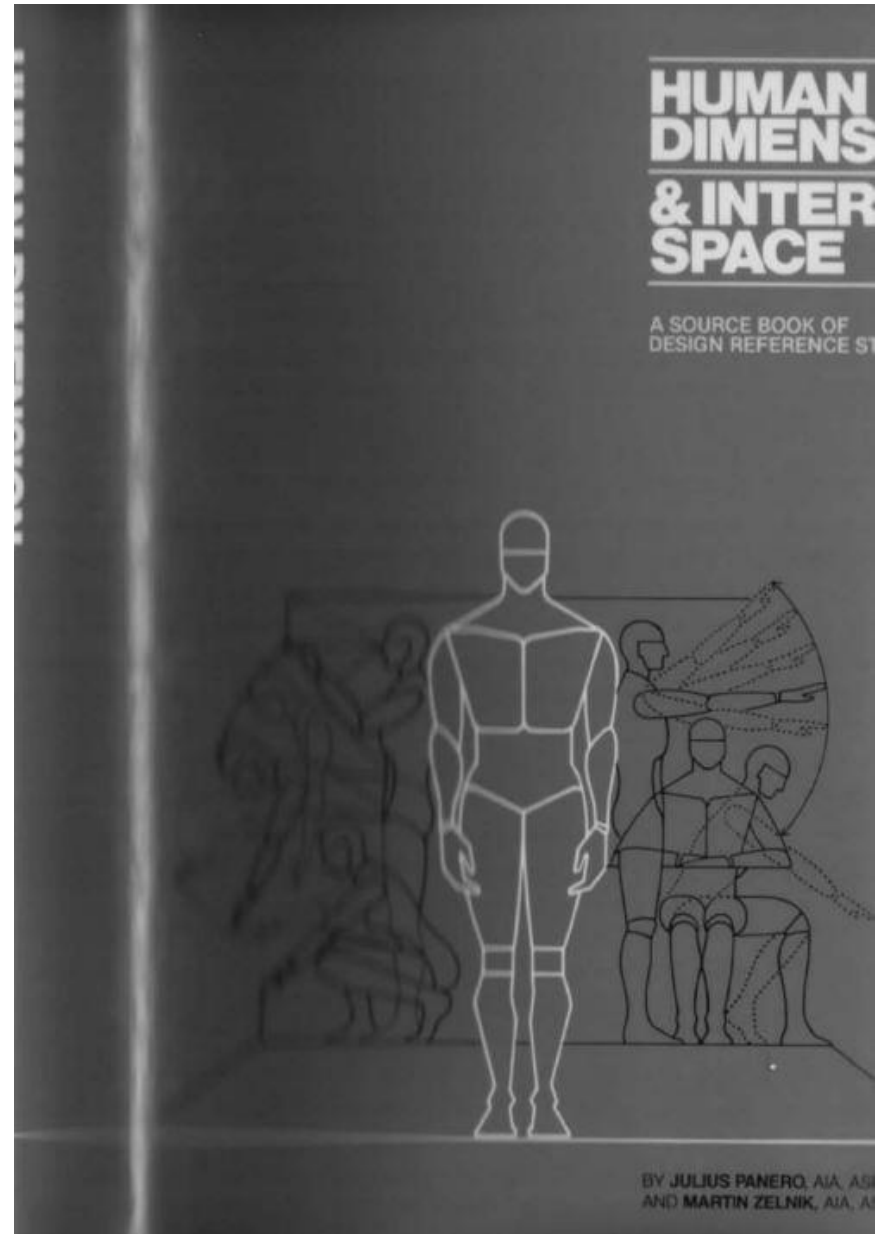
# MENCARI & MELIHAT REFERENSI DARI BERBAGAI SUMBER



EDITED BY DAVID ADLER

# METRIC HANDBOOK PLANNING AND DESIGN DATA

SECOND EDITION



# CONCEPT SOURCEBOOK

a  
vocabulary  
of  
architectural  
forms

EDWARD T. WHITE

professor of architecture  
Florida A and M

ARCHITECTURAL MEDIA LTD.

publishers  
p.o. box 41083  
tucson, arizona 85717

# Danish Pavilion- Denmark

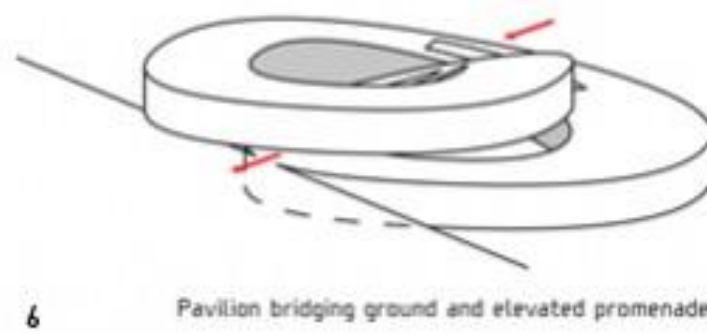
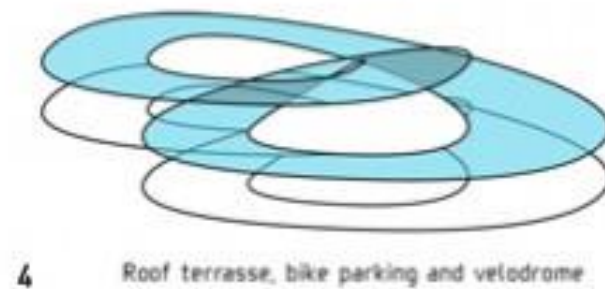
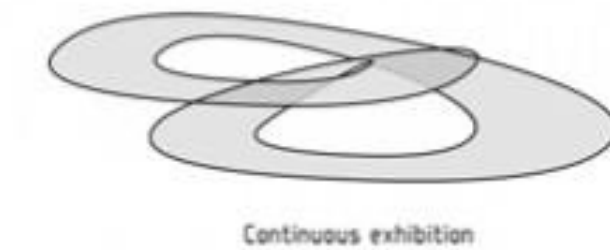
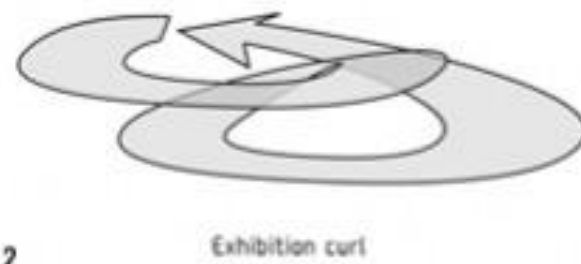
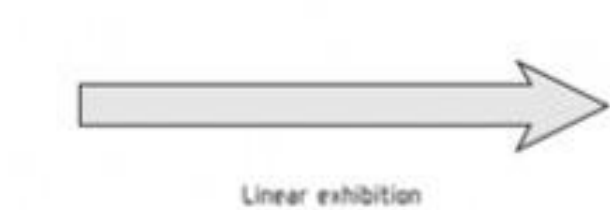
## Shanghai Expo 2010

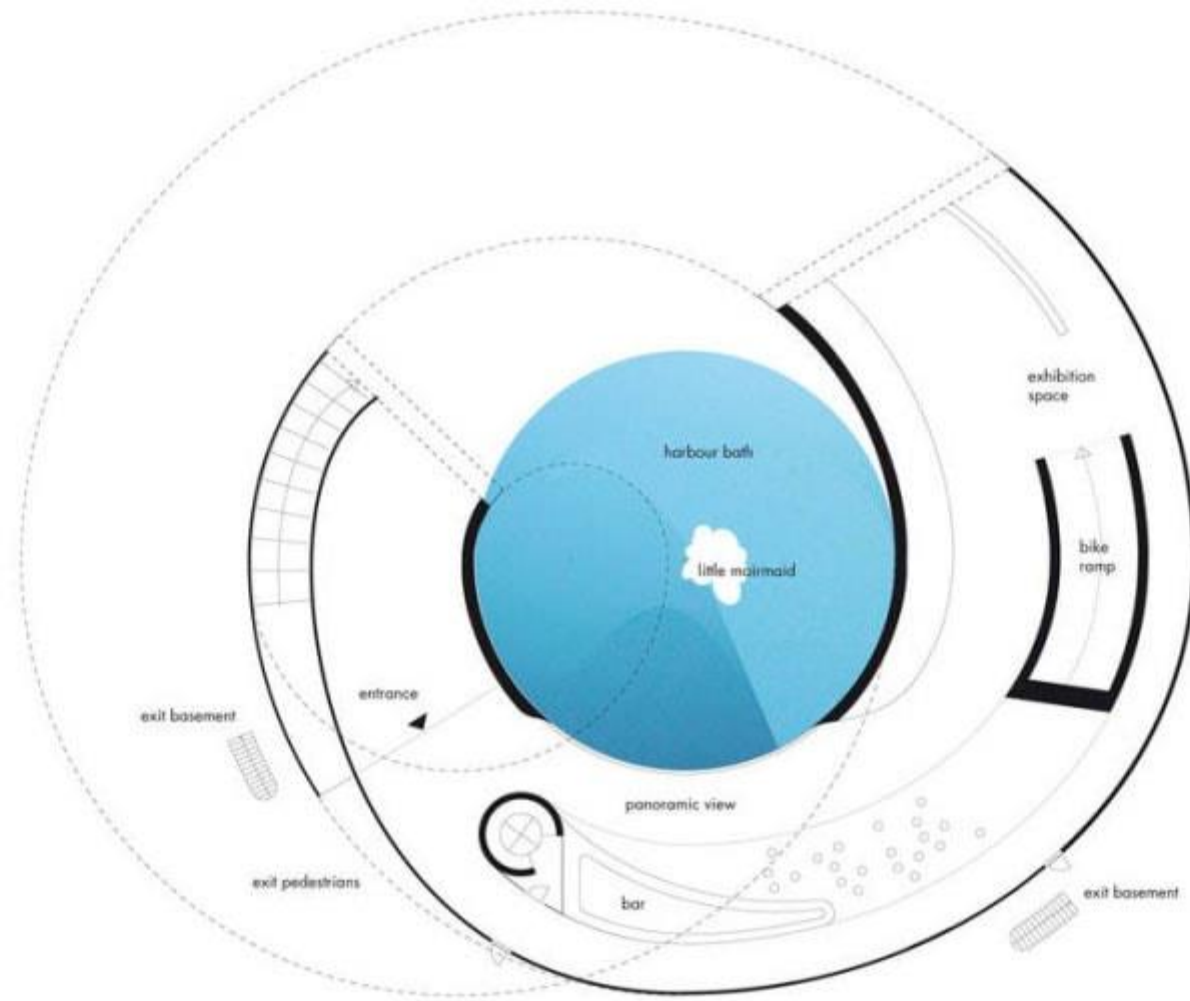


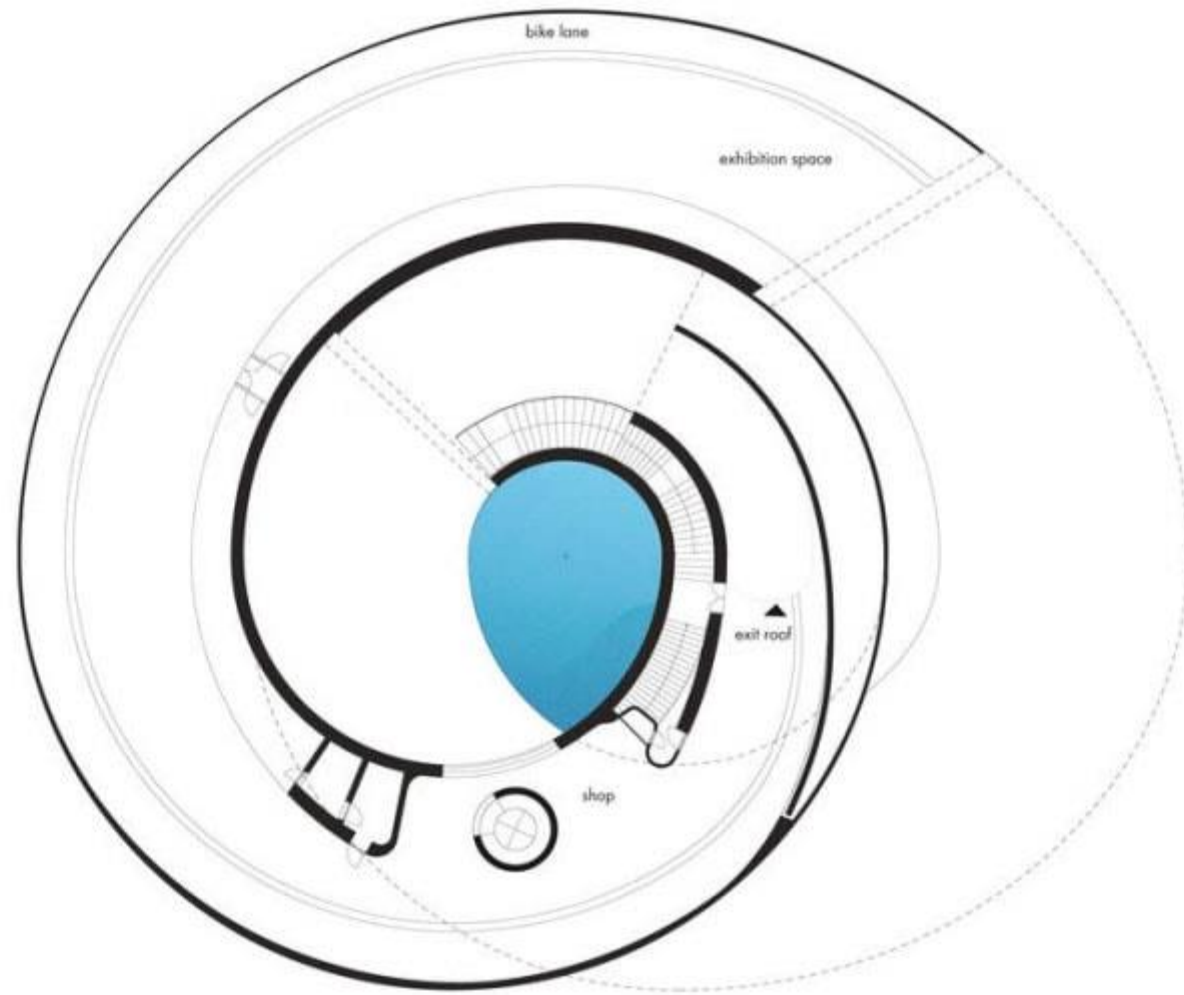


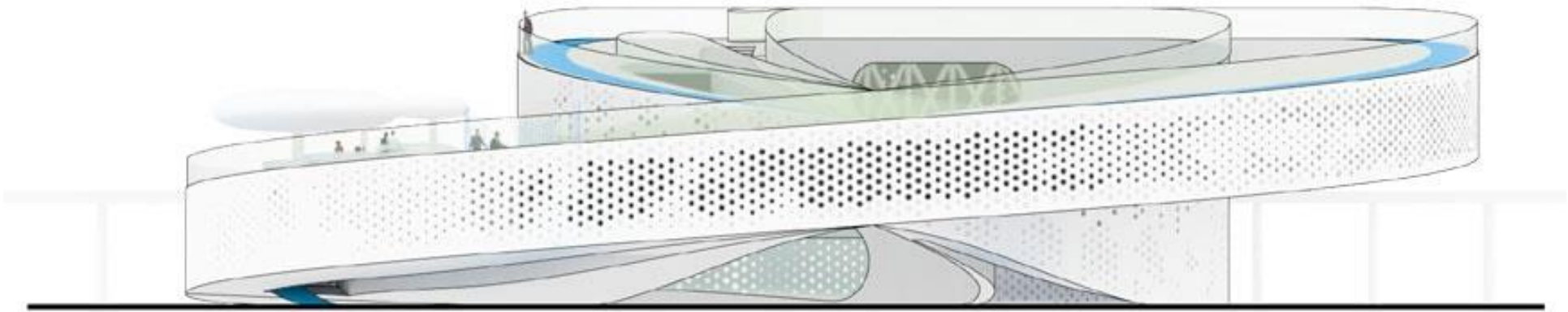


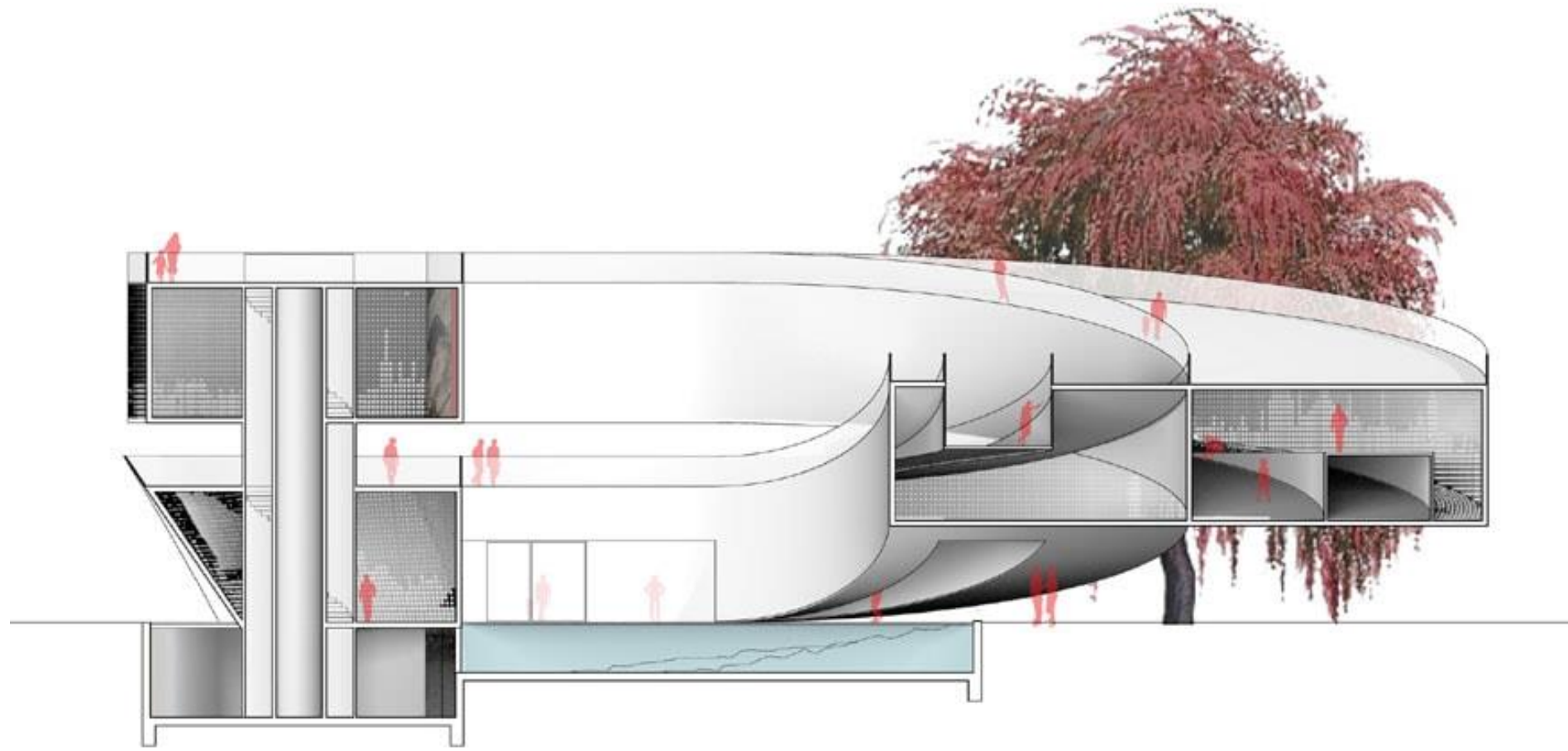


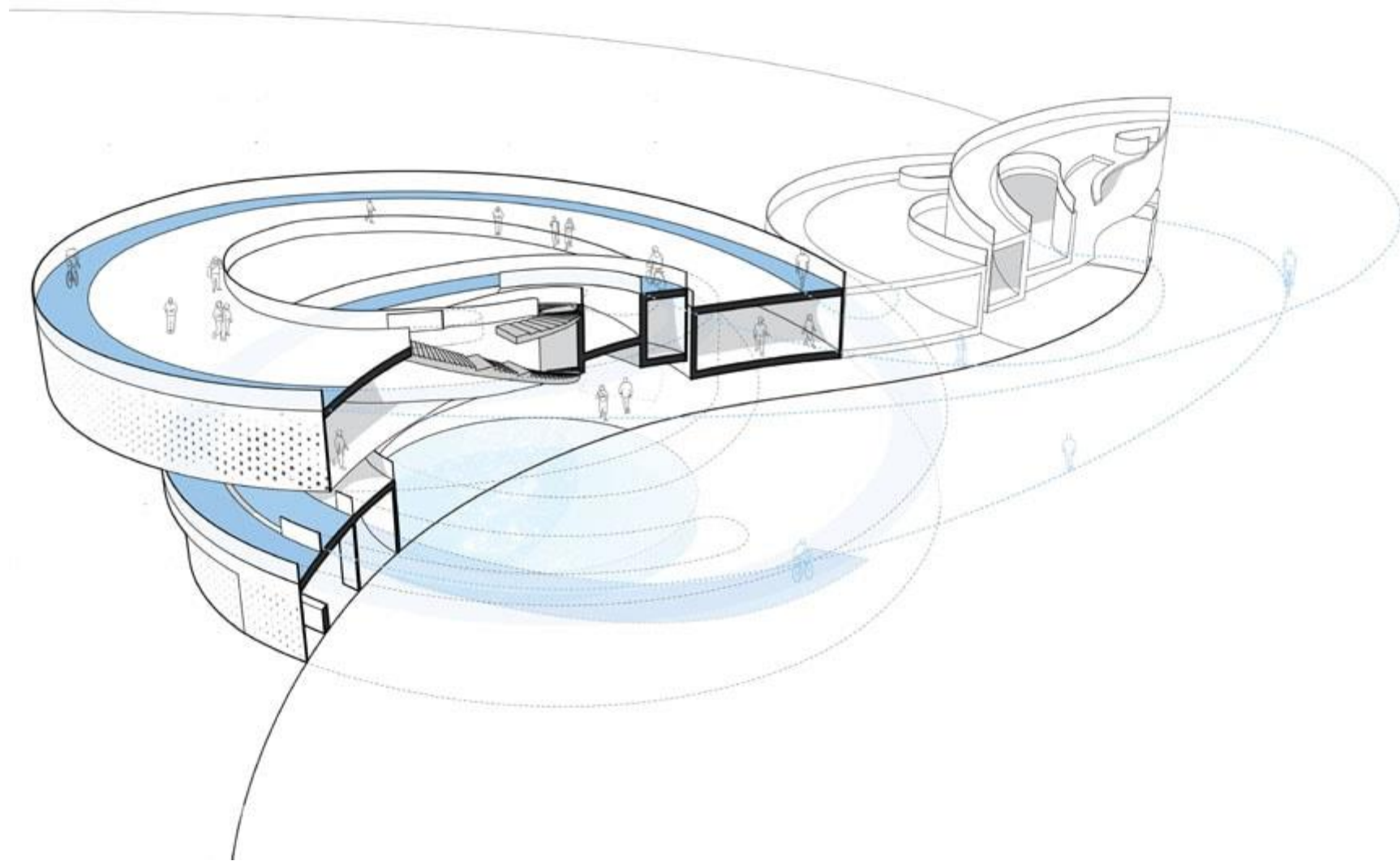


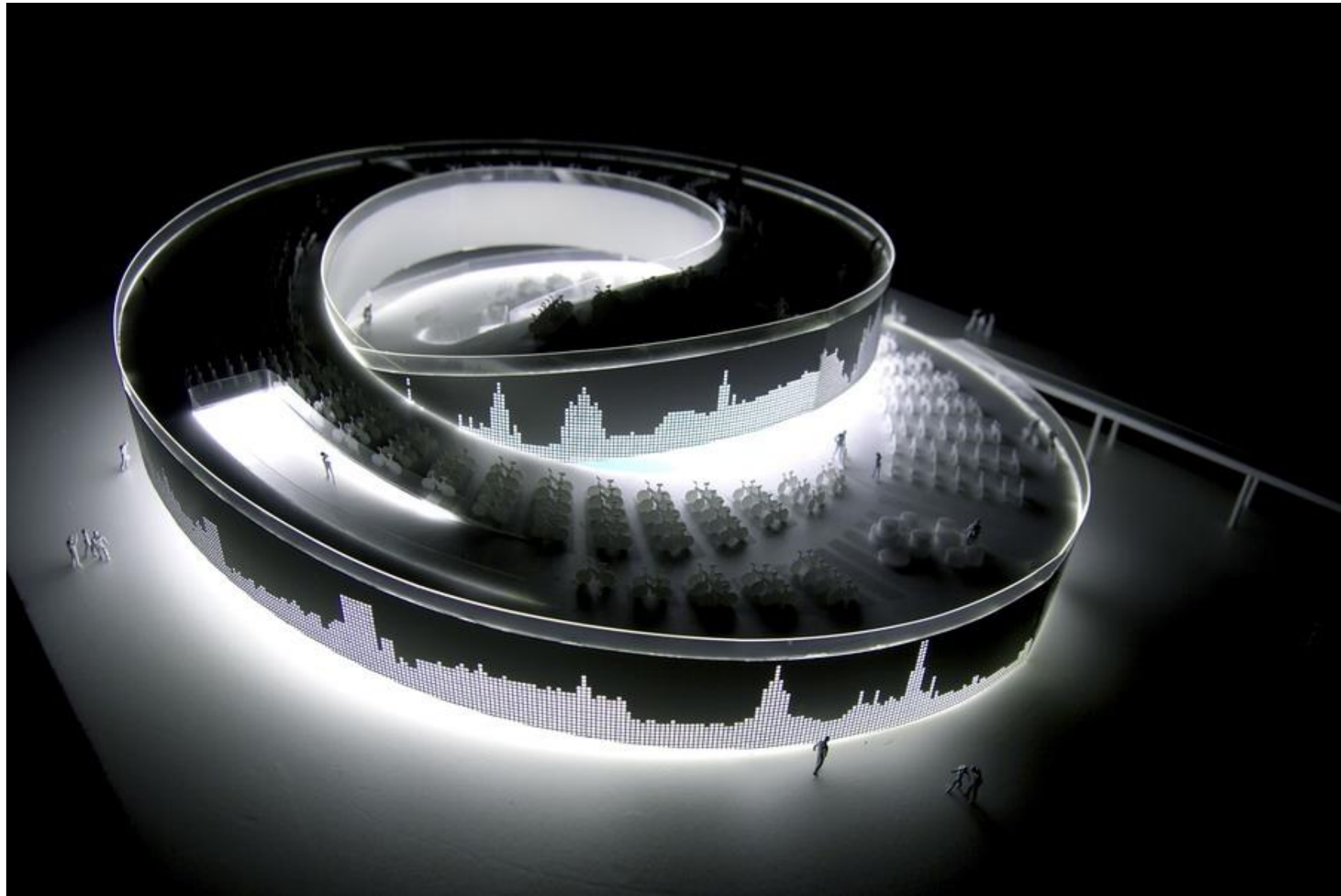










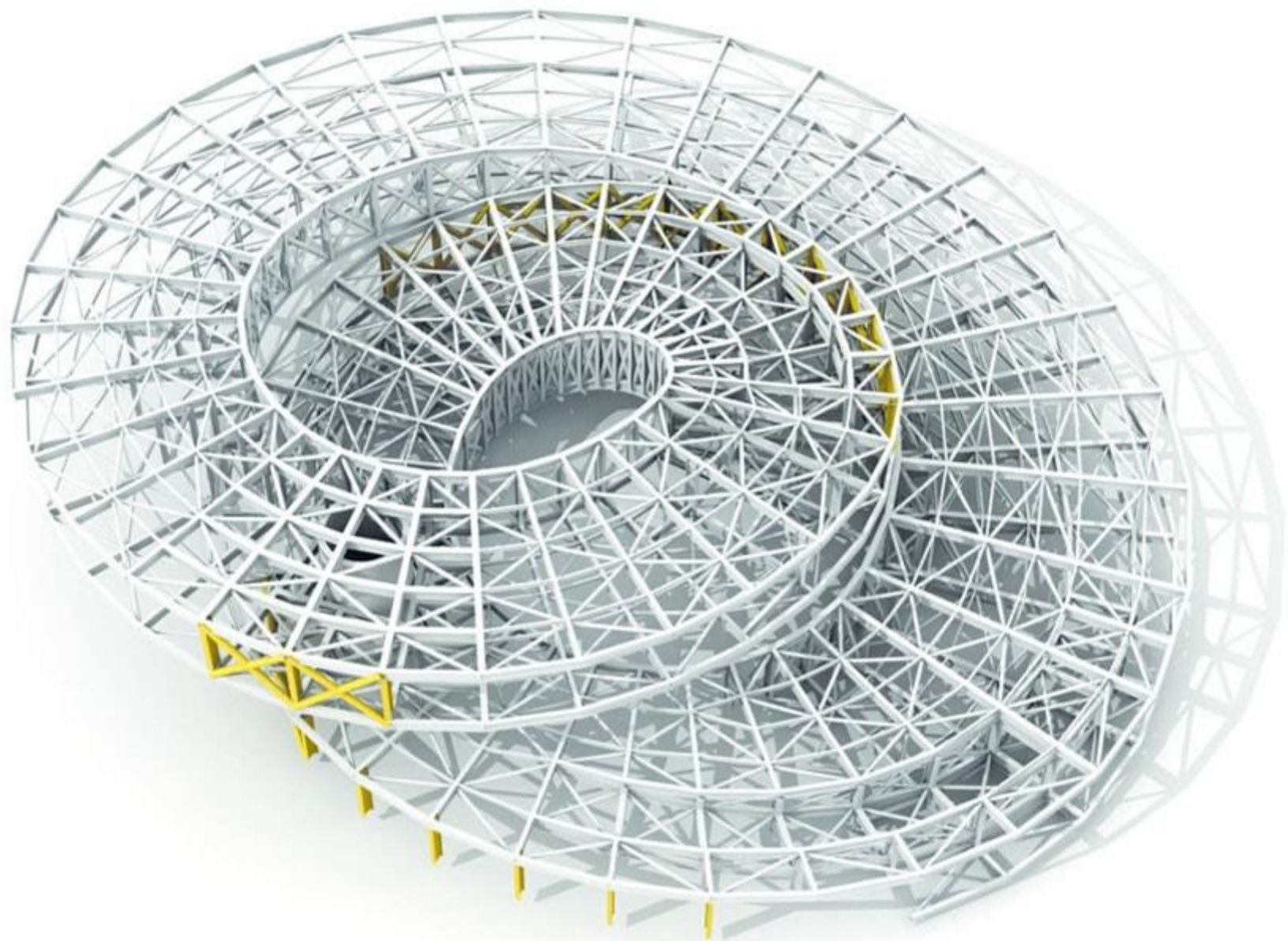










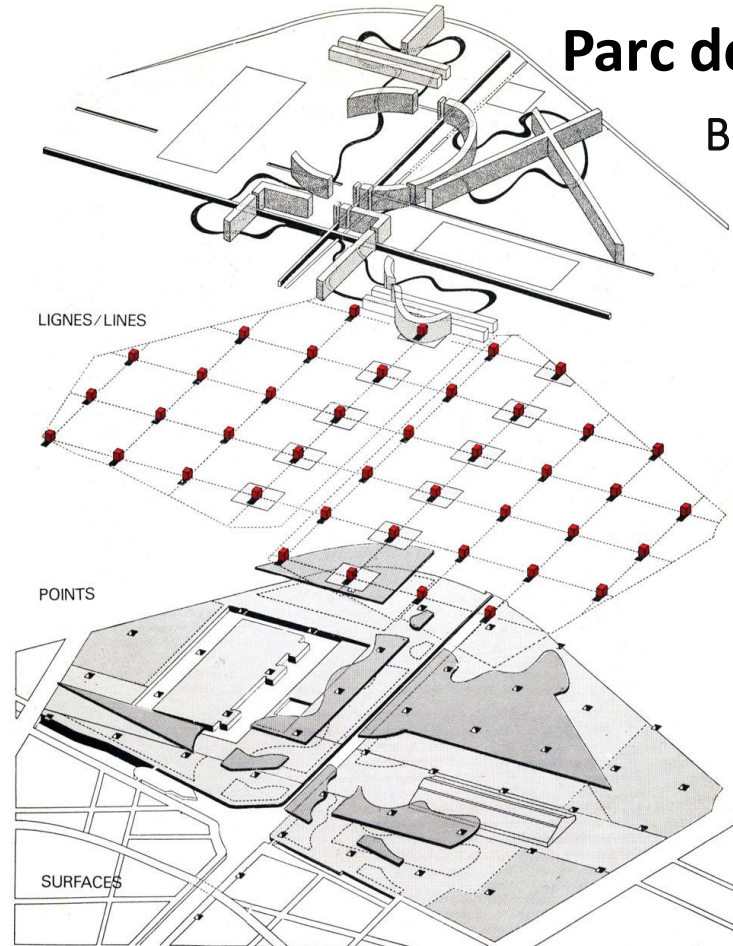






# Parc de la Villette

Bernard Tschumi



THE SUPERIMPOSITION OF THE THREE SYSTEMS (POINTS, LINES, SURFACES) CREATES THE PARK AS IT GENERATES A SERIES OF CALCULATED TENSIONS WHICH REINFORCE THE DYNAMISM OF THE PLACE. EACH OF THE THREE SYSTEMS DISPLAYS ITS OWN LOGIC AND INDEPENDENCE.

<https://www.youtube.com/watch?v=XzxdHxZsBSg>

## Cara lain arsitek dalam merancang



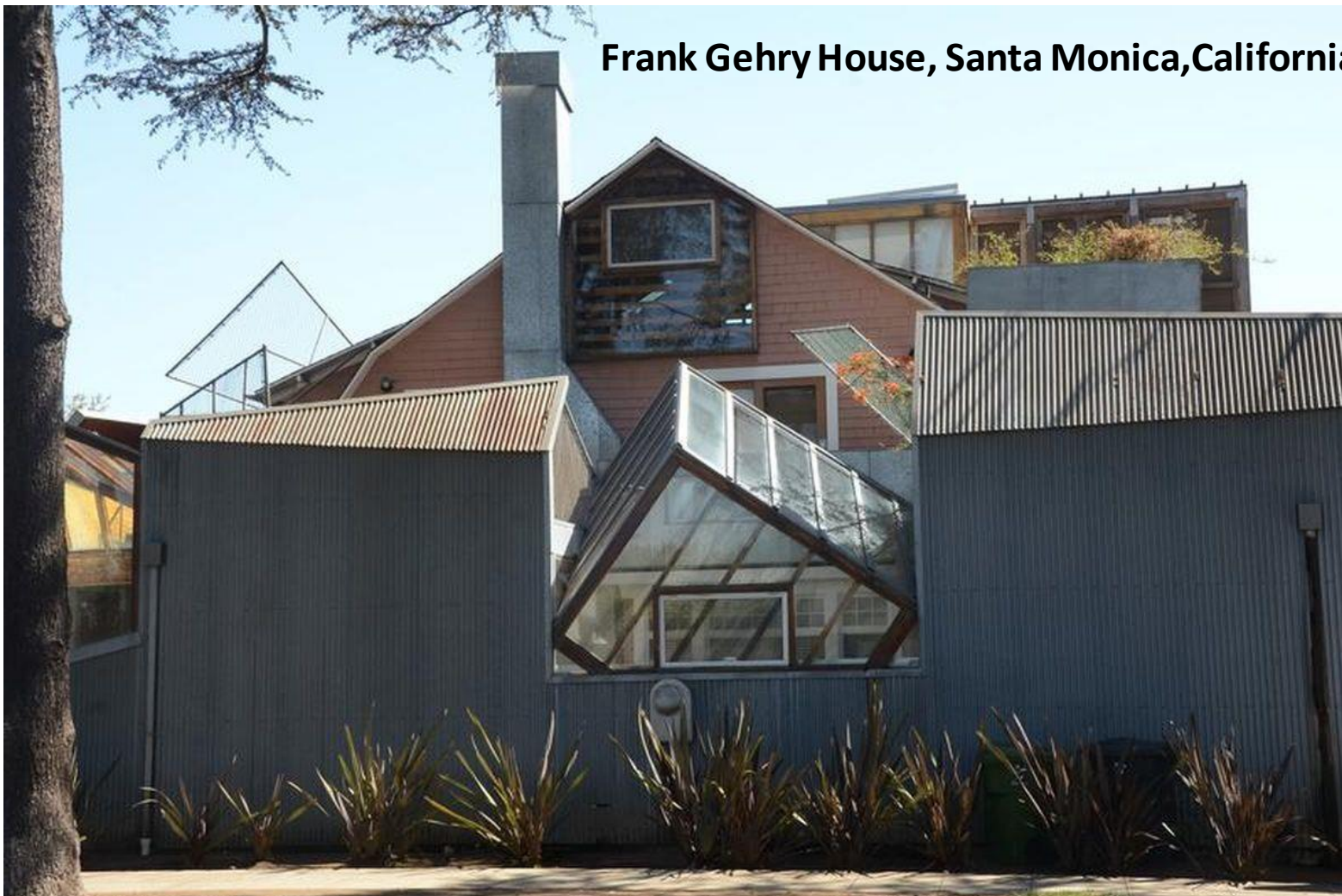
STUDY MODEL FROM FRANK GEHRY OFFICE

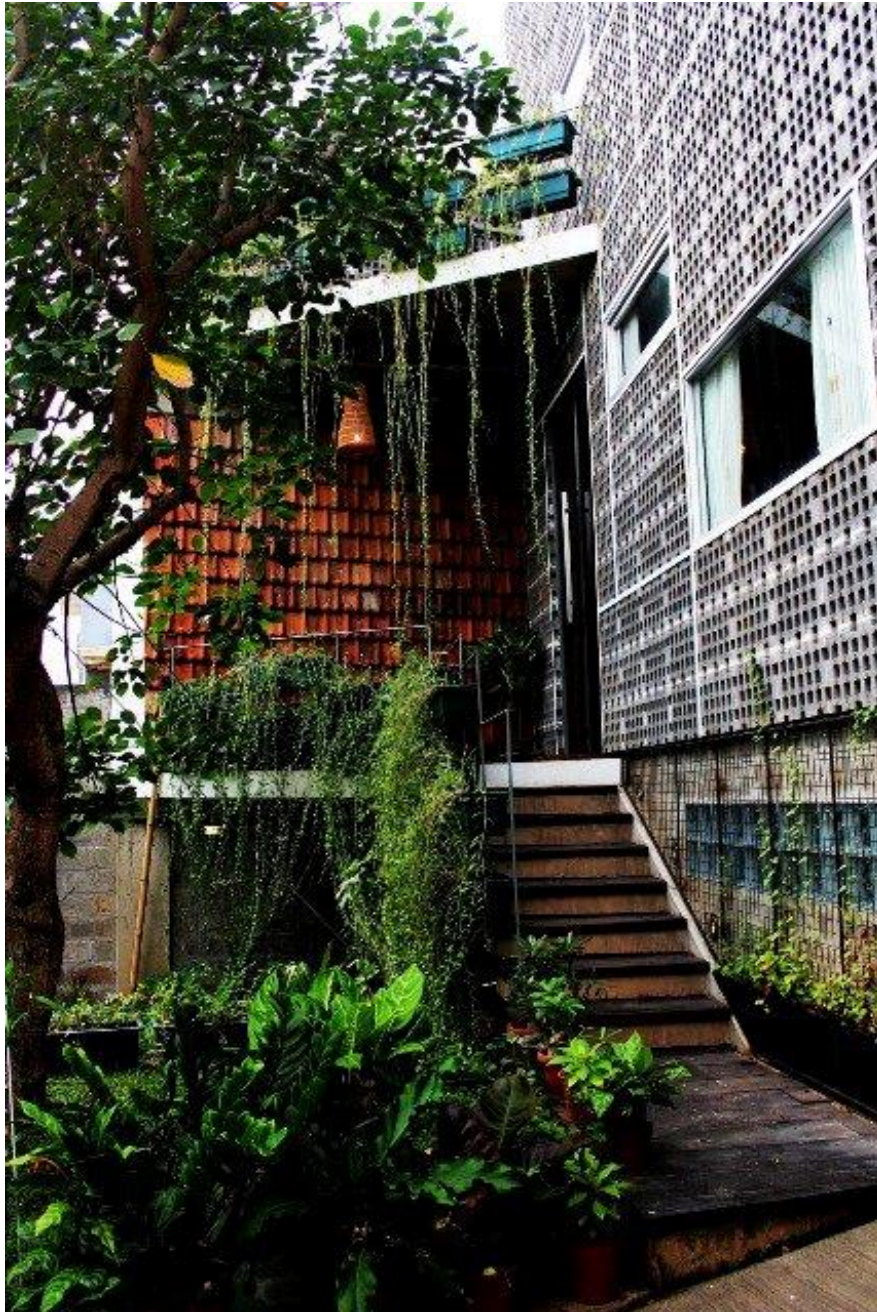
**Guggenheim Museum Bilbao**





**Frank Gehry House, Santa Monica, California**





## RUMAH PUZZLE

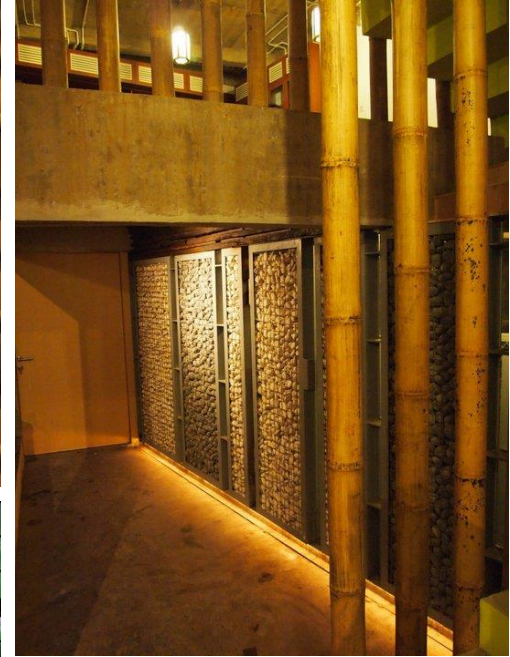
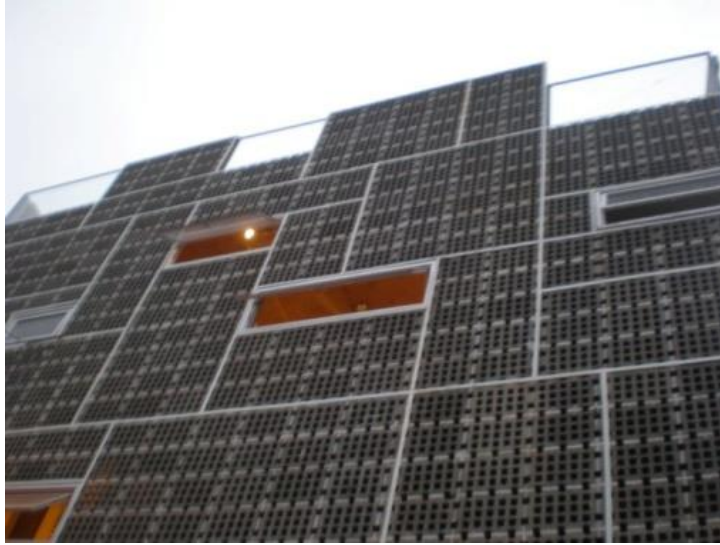
**Pemilik :** Jonathan Kusumahadi

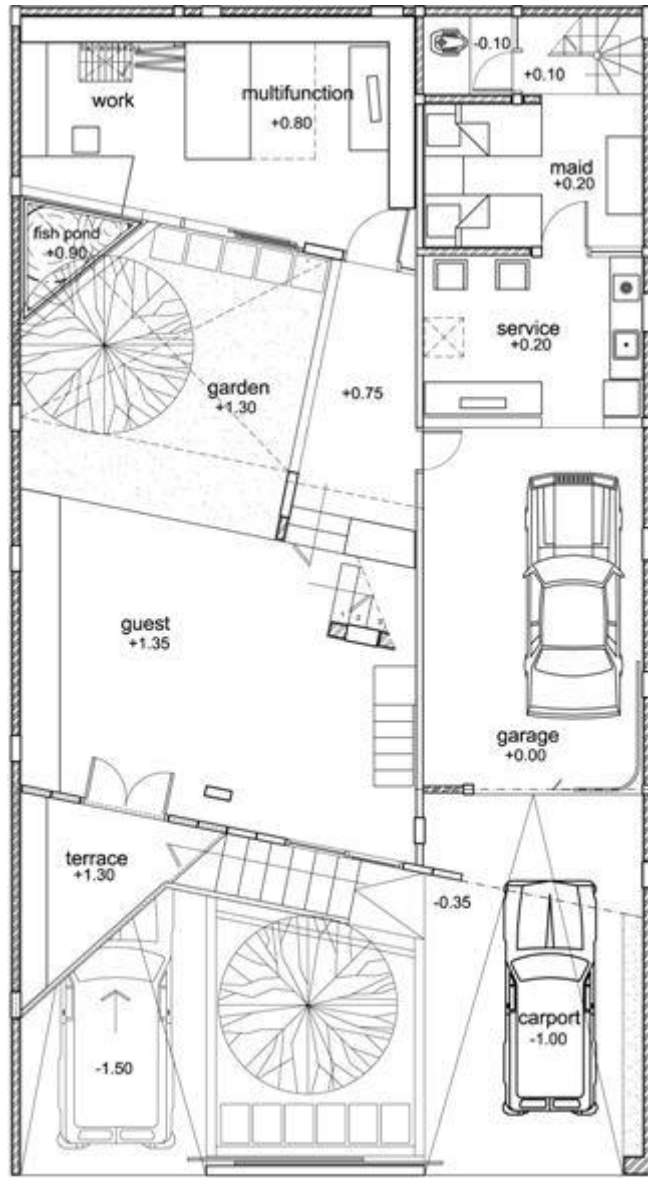
**Lokasi :** Greenville – Jakarta Barat

**Arsitek :** Yu Sing

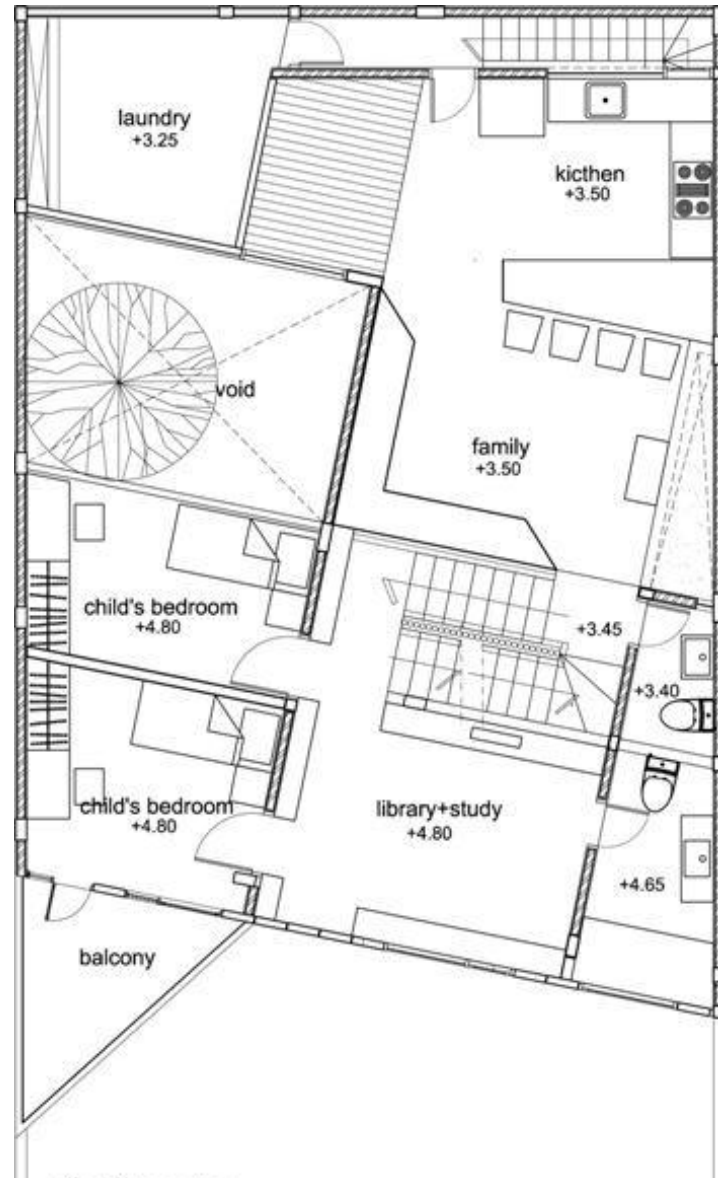
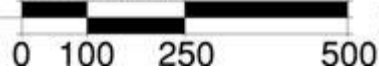
**Luas Tanah / Bangunan :** 180 M<sup>2</sup>

**Di Bangun Tahun :** 2011

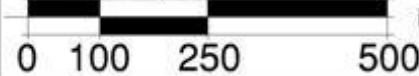


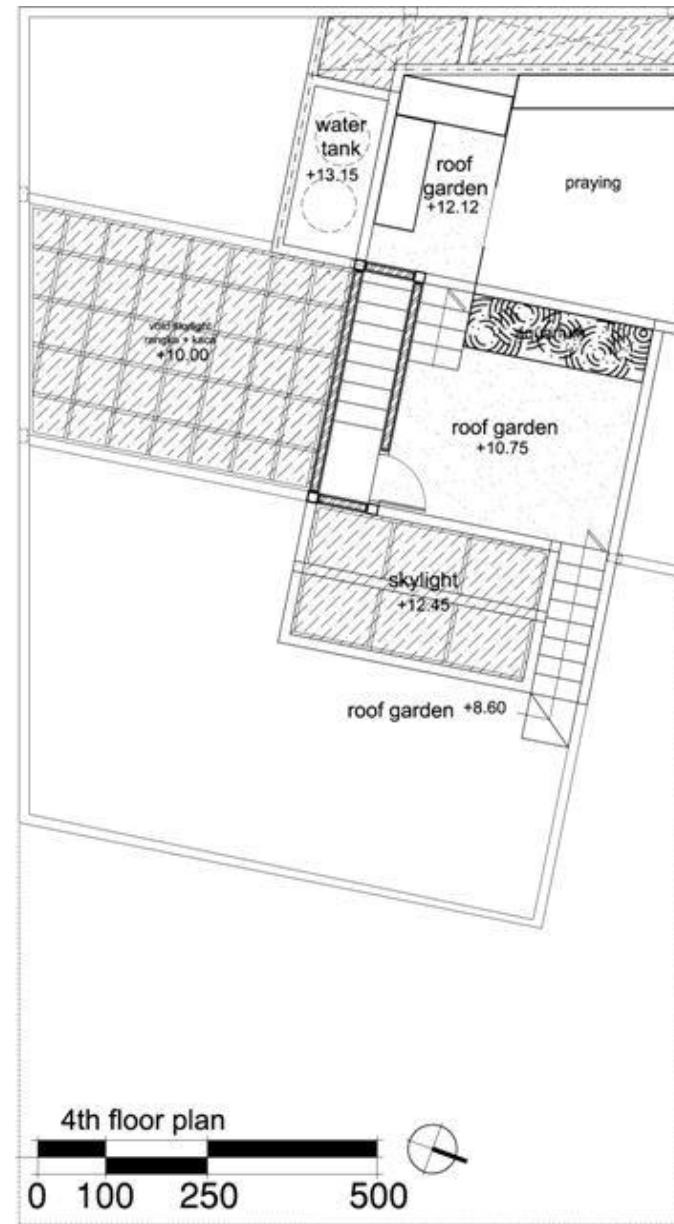
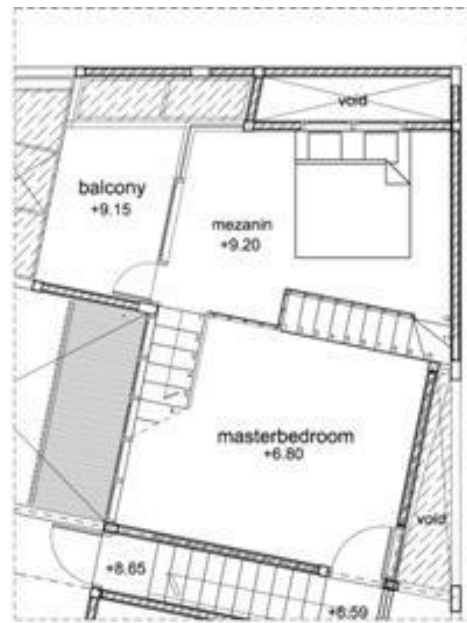
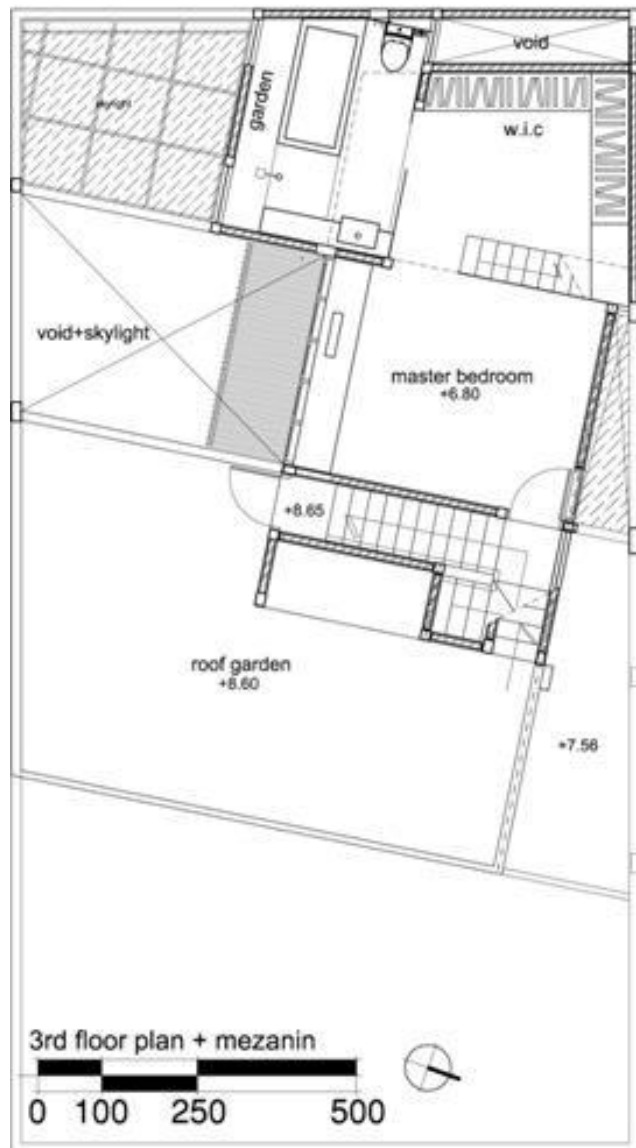


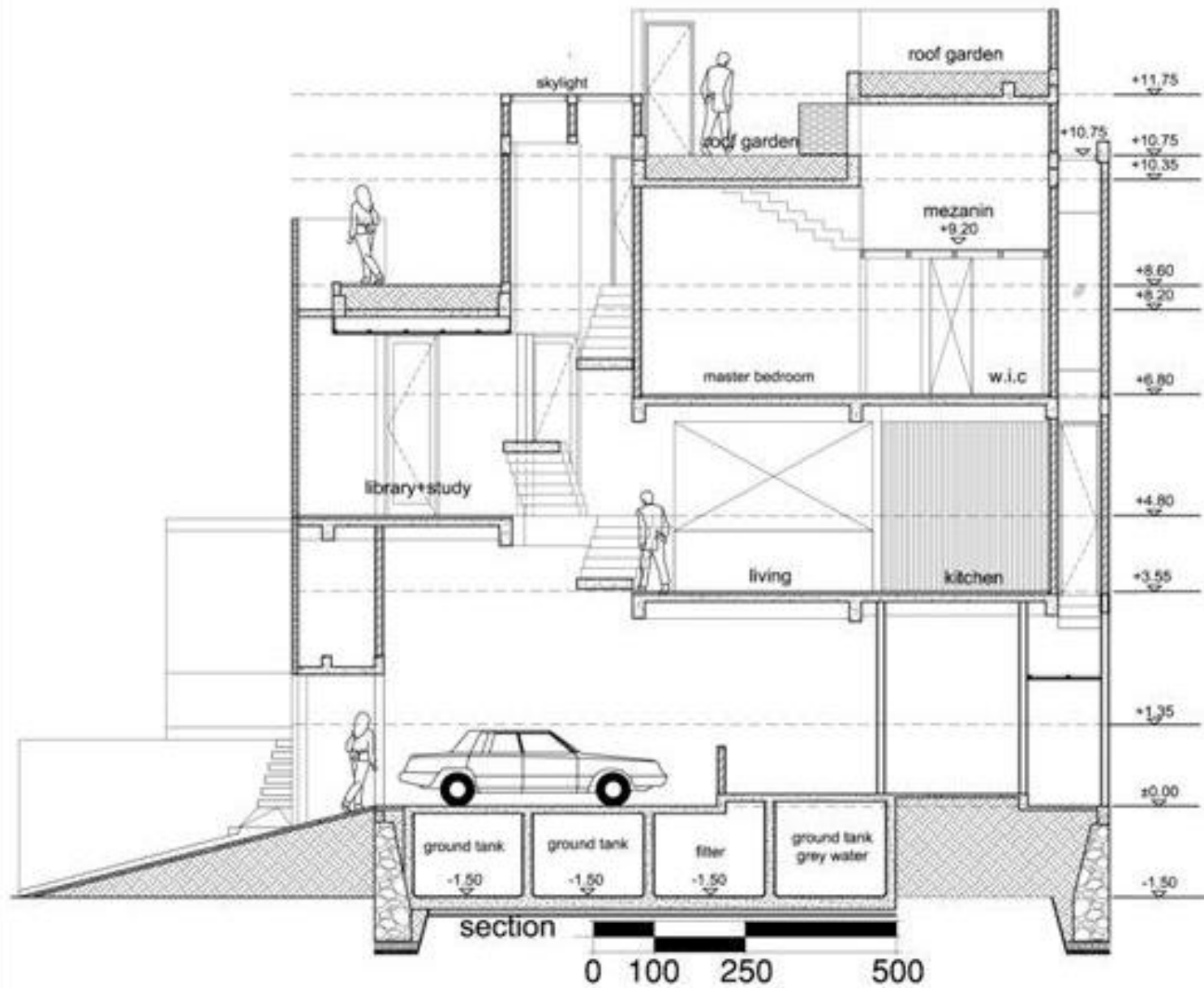
1 st floor plan



2nd floor plan



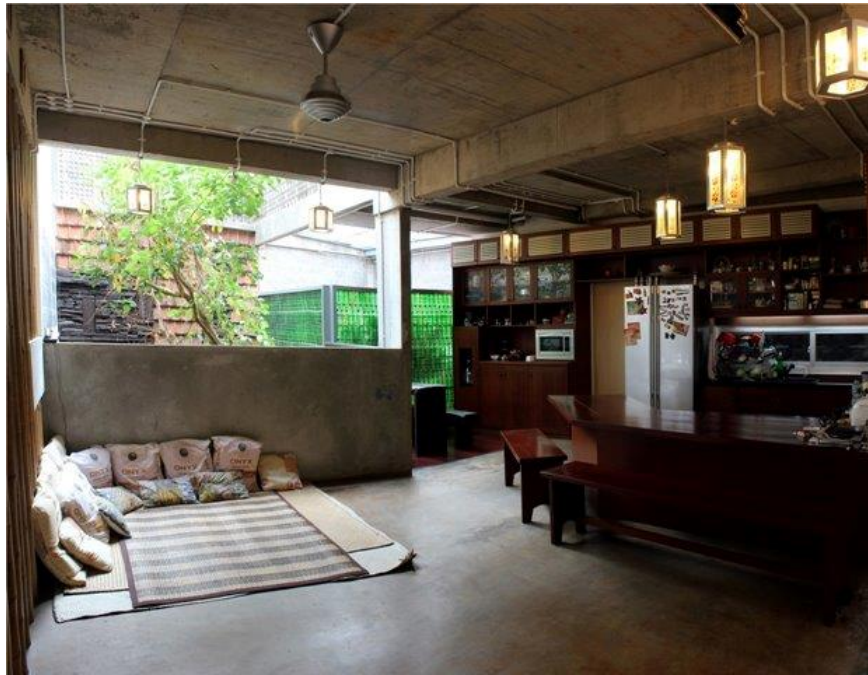














# Splow House: Rumah Karya Arsitek Indonesia yang Meraih Penghargaan Internasional



Splow house, singkatan dari Split-Grow House merupakan rumah yang dibangun di daerah Tebet, Jakarta Selatan. Rumah ini merupakan karya dari Delution Arsitek. Memiliki konsep sebagai rumah yang dapat berkembang, menjadi tantangan untuk mendesain rumah yang nyaman untuk dihuni dengan luasan 120 meter persegi dengan budget terbatas.







# Problem statement

- The problem statements must be **clear** and **concise**.
- The problem statements should focus on the **obvious**.
- Stress the **uniqueness** of the project.